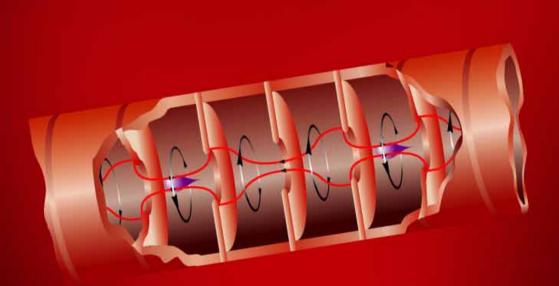




ACCELERATOR SIMULATION



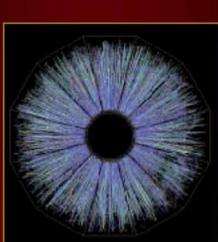
Particle Accelerators provide the means to explore the laws of Nature, and enable scientific discoveries and important technological advances. Accelerator modeling via computer simulation is essential for their design and cost optimization.

DOE Has Led the Nation in Developing Major Accelerator Facilities



Advanced Computing is Being Used to Address the Challenges of Proposed Next-Generation Accelerators

Accelerators Are Crucial to Advances in High Energy and Nuclear Physics, Materials Science, and Bioscience



Observation of CP-violation in the Searching for the quark-gluon B-sector at PEP-II.



The technological advances made possible by accelerators have many applications that benefit the nation's health, environment, and economy.



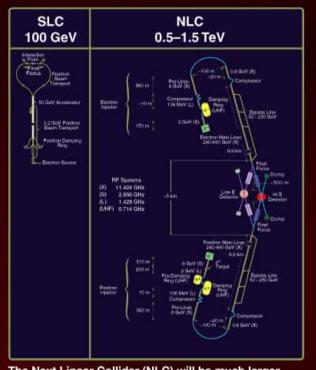
Accelerating Scientific Discovery in

Accelerator Technology and Beam Physics

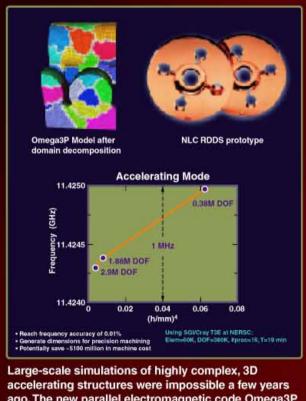


Beam lithography.

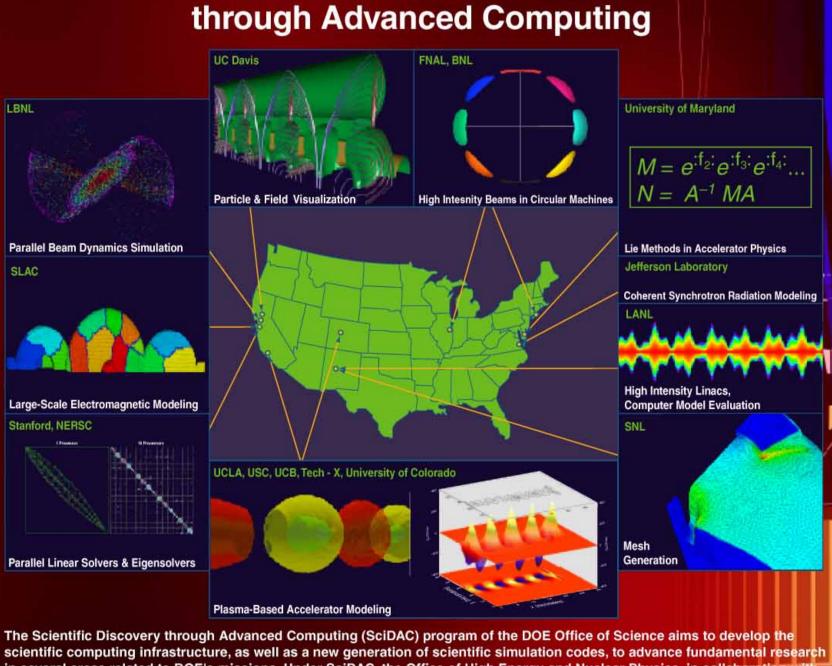




The Next Linear Collider (NLC) will be much larger and more complex than its predecessor, the SLC.



ago. The new parallel electromagnetic code Omega3P is a keystone of the NLC Round Damped Detuned Structure (RDDS) design effort.



in several areas related to DOE's missions. Under SciDAC, the Office of High Energy and Nuclear Physics, in collaboration with the Office of Advanced Scientific Computing Research, is supporting a project in Advanced Computing for 21st Century Accelerator Science and Technology. The project's goal is to develop a comprehensive terascale accelerator-modeling capability and to apply it to the design, analysis, and optimization of DOE's next-generation accelerators. Furthermore, the new codes will be used to explore and develop novel concepts such as ultra-high gradient laser- and plasma-based accelerators. As shown above, the SciDAC accelerator modeling project is a multi-disciplinary effort involving accelerator physicists, computer scientists, applied mathematicians, visualization specialists, and other information technology experts.

